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NES-AG-USA

BANDAI

Instruction Booklet

Galaga

Demons of Death

Licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

BANDAI

This game is licensed by Nintendo for play on the

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1. Game Description

Move the fighters right and left and defend against the missiles and suicide attacks of the Galaga aliens and the Galaga Commander through infinite levels of play –with every third level having a challenging stage! Retrieve captured fighters from the descending Galaga Commander tractor-beam and double your fire power.

Please read this instruction booklet carefully to ensure proper handling of your new game. Save the booklet for future reference.

Precautions

1. Turn off the power when inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

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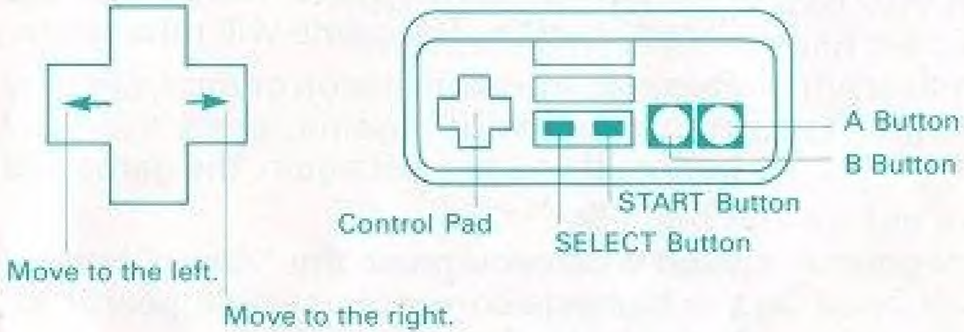
2. How to Operate the Controller



A Button & B Button: use to fire the fighter's missiles.

Start Button: use to start or stop the game.

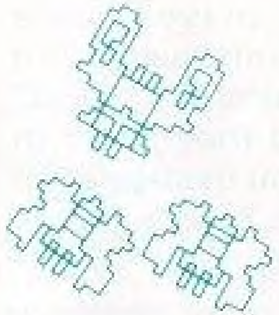
Select Button: use to select either one or two players.

Control Pad: Use to move the fighter right or left.

When you press *"Select"* or *"Start,"* you will move to the "Select" screen. Choose either one player or two players by using the *"Select"* button, and then press the *"Start"* button. The game will now begin.

Pause–If you wish to stop or interrupt play in the middle of a game, press the *Start* button. If you press it again, the game will continue.

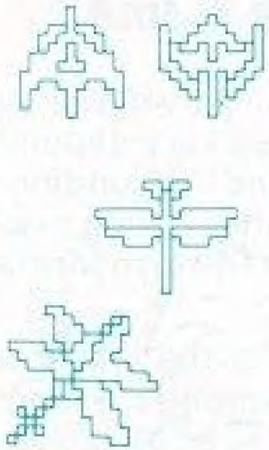
Even when you press the *"Reset"* button, the highest score will not disappear from the screen.



3. *How to Play the Game*

Score–The player gets points by defeating the "Galaga." Points scored vary depending on the type of attacks and the condition of the enemy. It may be in the waiting position, an offensive mode, or flying in formation.

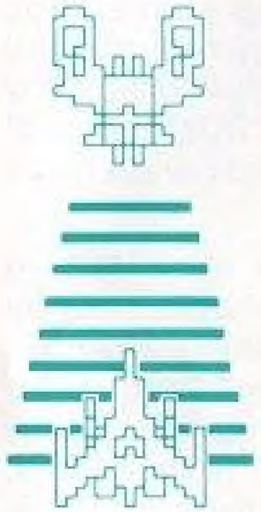
Galaga–It takes two hits for the player to destroy the boss Galaga. Among the many other "Galagas" is one special hidden "Galaga" which changes shape and can split into many pieces. Destroy all of the transformed Galaga, and gain 1,000-3,000 additional bonus points!



Challenging Stage–The player has a chance to obtain bonus points every third stage. A total of nine different "Galaga" appear on the screen, and they all fly in unexpected directions. If you destroy all of them 10,000 perfect score bonus points will be added to your score.

Tractor-Beam–When the fighter is struck by the tractor-beam of the boss Galaga, the fighter will be captured. When the attacking boss "Galaga" is destroyed any captured fighter will be released and become a dual fighter–doubling your fire power. (When you are captured and there are no fighters left, the game is over.)

Hit Ratio–When the game ends, the score board indicates the number of missiles fired, the number of "Galaga" destroyed and the percentage number of targets hit.

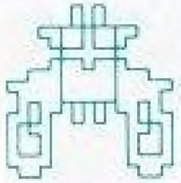


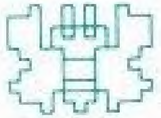
The number of stages is indicated in the lower right hand corner of the screen. The number of remaining fighters is indicated on the right side of the screen.

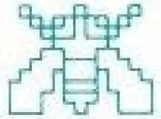
At scores of 30,000, 70,000, and every 70,000 points thereafter, one additional fighter is added.

4. *Characters*

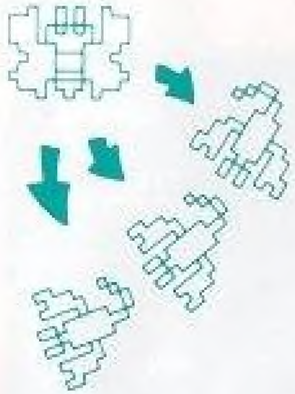
Fighters–Fighters are the spaceships operated by the player. They move to the right and left and can destroy "Galaga" by firing a series of missiles. "Dual fighters" can shoot the enemy with two parallel missiles.







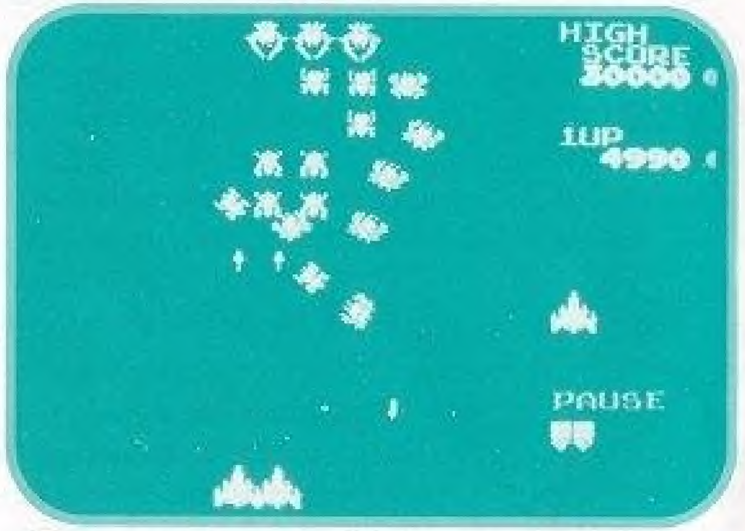
Galaga–The "Galaga" are an unknown alien, which has an insect shape. They fly in formation and begin attacking. The boss "Galaga," in the highest position, is the only one capable of shooting the tractor-beam. If the boss "Galaga" is destroyed, the remaining "Galagas" attack power is temporarily weakened.



5. *Winning Strategies*

Fire when "Galaga" is weakened (unable to fire missiles)–When the player destroys the boss "Galaga," the enemy is temporarily weakened. You should take advantage of this moment and attempt to destroy the remaining "Galaga." You need only to avoid the "Galaga" crashing into you.

Escape Plans–Attack the right and left sides of the enemy formation while they are trying to organize to create escape zones for your fighters. If not, you may be surrounded by the enemy and lose the opportunity to escape. (Caution: "Galaga" may still attack in the escape zones.)



"Dual fighters" are the key–If you attack with the "dual fighters," your fire power doubles. When the enemy attack escalates, it will be very difficult to defend your position or obtain a perfect score–particularly during the "challenging stage"–without dual fighters.

The Blue Boss is your Best Chance–When you hit the boss "Galaga" with your missile and turn it blue, it will be easier for you to destroy it even if it has captured fighters.

90-Day Limited Warranty

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 PM. Pacific Standard Time, Monday through Friday.

3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12951 East 166th Street
Cerritos, CA 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

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Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.